**VARIABLES**

1. Positive Affect: Average of happy, calm, and energetic
2. Negative Affect: Average of sad, guilty, hopeless, anxious, stressed, overwhelmed, angry, lonely, and paranoid
3. Somatic negative affect: Average of pain, dizzy, nauseous, trembling, racing heart
4. Self-esteem: Average of self-satisfaction (satisf\_self) and satisfaction with appearance (satisf-appear)
5. Enjoyment of activities: Average of looking forward an activity (look\_forward), and enjoyment of present activity (enjoy\_activity\_now).
6. Enjoyment of social encounters: Average of enjoyment of company (enjoy\_company), and wrongdoing (wrongdoing)
7. Craving food: Use the score of “cravings” in the rows that food\_craving is TRUE
8. Craving others: Use the score of “cravings” in the rows that ANY craving variable is TRUE
9. Concentration as it is
10. Sense of control as it is (control\_loss)
11. Worry as it is
12. Impulsivity as it is